

what time is it adventure time

****What Time Is It Adventure Time: Exploring the Magic Behind the Phrase****

what time is it adventure time – if you’ve ever heard this phrase, it probably immediately brings to mind the wildly imaginative world of the animated series **Adventure Time**. This quirky, beloved catchphrase has become synonymous with the show’s spirit of fun, exploration, and endless possibilities. But beyond just being a memorable line, it opens the door to a deeper understanding of what makes **Adventure Time** such a cultural phenomenon.

In this article, we’ll dive into the origins of the phrase, its significance within the show, and why it resonates with fans of all ages. Whether you’re a longtime follower or a curious newcomer, discovering the magic behind “what time is it adventure time” will give you a fresh appreciation for the series.

The Origin of "What Time Is It? Adventure Time!"

The phrase “What time is it? Adventure Time!” is the iconic catchphrase of Finn the Human, the adventurous protagonist of the show. It’s his enthusiastic call to action, signaling the start of an exciting journey or quest with his best friend and adoptive brother, Jake the Dog.

How the Phrase Came to Life

Created by Pendleton Ward, **Adventure Time** first aired in 2010 on Cartoon Network. Right from the pilot episode, Finn’s exclamation became a hallmark of the series. It perfectly encapsulates the show’s core message: seizing the moment and embracing the adventure that life offers.

The phrase quickly gained traction among fans, becoming a rallying cry for courage and curiosity. It’s more than just words; it’s an invitation to explore the unknown, to challenge the mundane, and to find joy in the unexpected.

Why "What Time Is It? Adventure Time!" Resonates with Audiences

At its heart, **Adventure Time** is about more than just fantasy and fun—it’s about growth, friendship, and the journey of self-discovery. The phrase “what

time is it adventure time” captures this perfectly, making it relatable on multiple levels.

A Call to Embrace Adventure in Daily Life

The beauty of this catchphrase is how it translates beyond the show’s colorful landscapes. It encourages viewers to adopt a mindset of adventure in their own lives. Whether that means trying something new, overcoming fears, or simply approaching each day with enthusiasm, it’s a reminder that life is an adventure waiting to happen.

Connecting Across Generations

While *Adventure Time* is an animated series primarily targeted at children and teens, its themes are universal. The phrase “what time is it adventure time” has become a shared language among fans of all ages. Parents and kids alike find common ground in the show’s whimsical yet profound storytelling.

The Role of Adventure Time’s Characters in Popularizing the Phrase

Finn and Jake’s dynamic partnership is central to the phrase’s popularity. Their chemistry and contrasting personalities make every “adventure time” moment feel special.

Finn the Human: The Eternal Optimist

Finn embodies the spirit of adventure. His boundless energy and idealism shine through when he shouts, “What time is it? Adventure time!” It’s his way of rallying himself and Jake to face whatever challenges lie ahead with courage and excitement.

Jake the Dog: The Wise and Laid-Back Companion

Jake’s relaxed attitude balances Finn’s enthusiasm, showing that adventure doesn’t always have to be frantic. Sometimes, it’s about enjoying the moment and trusting the journey. His ability to shape-shift and adapt complements the phrase’s meaning—adventure is ever-changing and full of surprises.

The Cultural Impact of "What Time Is It? Adventure Time!"

Beyond the show, this phrase has permeated popular culture in multiple ways, from memes to merchandise and even motivational slogans.

Memes and Internet Culture

The internet has embraced "what time is it adventure time" as a versatile meme template. Often used humorously to signal the start of an exciting or chaotic event, it captures the playful essence of the original while adapting to various contexts.

Merchandising and Fan Engagement

From t-shirts and hats to backpacks and posters, the phrase appears on countless *Adventure Time* merchandise items. It serves as a badge of fandom, instantly recognizable and cherished by enthusiasts worldwide.

How to Bring the Spirit of "Adventure Time" Into Your Everyday Life

If you've ever felt inspired by Finn's call to adventure, here are some tips to channel that energy in your own routine:

1. Embrace Spontaneity

Sometimes, the best adventures come from unplanned moments. Whether it's a sudden road trip, trying a new hobby, or meeting new people, allow yourself to say "yes" more often.

2. Cultivate Curiosity

Ask questions, explore new ideas, and don't be afraid to make mistakes. Like Finn and Jake, learning often happens on the road, not just at the destination.

3. Build Strong Friendships

Adventure is more fun with friends. Surround yourself with people who encourage your growth and share your enthusiasm for life.

4. Practice Positivity

Even when challenges arise, maintaining a positive outlook can transform obstacles into opportunities for growth.

The Legacy of "Adventure Time" and Its Enduring Popularity

Years after its debut, *Adventure Time* remains a beloved series, with “what time is it adventure time” continuing to inspire new generations. Its creative storytelling, rich character development, and unique world-building have set it apart from other animated shows.

The phrase encapsulates the show’s invitation to explore the unknown, celebrate imagination, and live life boldly. It’s no wonder that fans still chant it proudly whenever they embark on their own adventures—both big and small.

In embracing “what time is it adventure time,” we’re reminded that life’s greatest moments often come from stepping outside our comfort zones and saying yes to the unknown. Whether you’re a fan of the show or simply drawn to the spirit of the phrase, there’s always time for adventure.

Frequently Asked Questions

What is the meaning behind the phrase 'What time is it? Adventure Time!'?

The phrase 'What time is it? Adventure Time!' is a catchphrase from the animated series Adventure Time, signaling the start of an exciting adventure or event within the show.

Who says 'What time is it? Adventure Time!' in the series?

Finn the Human, the main character of Adventure Time, often says the phrase 'What time is it? Adventure Time!' to kick off their adventures.

When did the catchphrase 'What time is it? Adventure Time!' first appear?

The catchphrase was first prominently featured in the opening sequence of Adventure Time, which premiered in 2010.

How has the phrase 'What time is it? Adventure Time!' influenced pop culture?

The phrase has become iconic among fans of the show and is often used in memes, merchandise, and fan discussions to express excitement or readiness for an adventure.

Is 'What time is it? Adventure Time!' used outside the show?

Yes, fans often use the phrase in social media posts, cosplay events, and fan art to celebrate the Adventure Time series and its adventurous spirit.

Additional Resources

****What Time Is It Adventure Time? Unpacking the Cultural Phenomenon and Its Enduring Legacy****

what time is it adventure time is a phrase that resonates with fans of the animated television series *Adventure Time*, a show that has left an indelible mark on pop culture since its debut in 2010. Beyond the literal question about the current hour, the phrase symbolizes a call to embark on imaginative journeys, explore complex narratives, and engage with a unique blend of whimsy and profundity that the series is known for. This article delves into the significance of "what time is it adventure time" as a cultural touchstone, exploring the show's impact, themes, and why it continues to captivate audiences worldwide.

The Genesis and Growth of Adventure Time

Adventure Time first premiered on Cartoon Network and quickly distinguished itself from other animated shows through its inventive storytelling and distinctive art style. Created by Pendleton Ward, the series chronicles the adventures of Finn, a human boy, and his magical dog, Jake, in the post-apocalyptic Land of Ooo. The phrase "what time is it adventure time" became emblematic, often shouted by the characters to signal the start of a new quest or episode.

The show's growth in popularity is impressive, spanning over ten seasons and

generating a dedicated fan base across age groups. This expansion illustrates the show's ability to balance surface-level fun with deeper themes such as friendship, loss, identity, and morality. The phrase itself has evolved into a meme and catchphrase, reinforcing the show's cultural footprint.

The Role of "What Time Is It Adventure Time" in Popular Culture

At its core, "what time is it adventure time" functions as a narrative device that invites viewers to engage with the series' fantastical world. It has transcended the screen, appearing in fan art, merchandise, music, and social media. This ubiquity underscores how the phrase encapsulates the spirit of the series—an invitation to embrace adventure, creativity, and emotional exploration.

Moreover, the phrase has been analyzed in academic and fan discussions as a manifestation of the show's unique ability to blend playfulness with existential inquiry. It exemplifies how *Adventure Time* appeals not just to children but also to adults who appreciate nuanced storytelling.

Exploring the Themes Behind "What Time Is It Adventure Time"

While the phrase may seem simple, it opens the door to a rich thematic landscape. *Adventure Time* is renowned for its multi-layered narrative structure, where each episode presents a new adventure but also contributes to a larger mythos.

Adventure and Exploration

The literal interpretation of "what time is it adventure time" aligns with the show's emphasis on exploration—both physical and emotional. Each episode sends Finn and Jake into new territories, often metaphorical spaces for growth and self-discovery. This exploration motif appeals to viewers' innate curiosity, making the phrase a metaphor for readiness and eagerness to face the unknown.

Time and Transformation

Time itself is a recurring motif in *Adventure Time*, with the phrase subtly drawing attention to the passage of time and its impact on characters and storylines. The Land of Ooo is a post-apocalyptic world where remnants of the

past shape the present. Characters evolve, relationships deepen, and the narrative explores concepts of memory, change, and mortality.

Imagination and Creativity

The phrase also invokes the show's celebration of imagination. *Adventure Time* thrives on its surreal landscapes, quirky characters, and inventive scenarios. Saying "what time is it adventure time" is almost a ritual call to activate creative thinking and suspend disbelief, which has made the show a favorite among those who value artistic innovation.

Why Does "What Time Is It Adventure Time" Remain Relevant?

More than a decade since its debut, *Adventure Time* continues to resonate. The phrase "what time is it adventure time" remains a cultural shorthand for excitement and escapism. Several factors contribute to this lasting relevance:

Cross-Generational Appeal

Unlike many animated shows targeted solely at children, *Adventure Time* incorporates themes and humor that appeal to adults. This broad demographic appeal has sustained the phrase's popularity beyond the original airing period.

Merchandising and Media Extensions

The phrase has been leveraged extensively in merchandise, including clothing, toys, and collectibles. Additionally, comics, video games, and spin-offs keep the narrative universe alive, reinforcing the phrase's association with ongoing adventure.

Digital and Social Media Presence

In the age of digital media, memes and viral content play a significant role in cultural longevity. "What time is it adventure time" has been widely used as a meme template, ensuring continuous engagement within online communities.

Comparative Analysis: Adventure Time and Contemporary Animated Series

To understand the unique position of *Adventure Time* and the phrase "what time is it adventure time," it is useful to compare it with other animated series of its era.

- **Steven Universe:** Both shows share a commitment to complex characters and emotional storytelling. However, *Adventure Time* is often more surreal and abstract, whereas *Steven Universe* leans toward musical and direct emotional expression.
- **Gravity Falls:** Known for its mystery and conspiracy themes, *Gravity Falls* complements *Adventure Time*'s whimsical tone with a darker narrative, yet both engage viewers with overarching storylines and character development.
- **Regular Show:** Aimed at a similar demographic, *Regular Show* focuses on everyday absurdities but lacks the mythic scope and philosophical depth that characterize *Adventure Time*.

These comparisons highlight how *Adventure Time* carved a unique niche, making "what time is it adventure time" not just a catchphrase but a symbol of a new wave in animated storytelling.

Pros and Cons of Adventure Time's Approach

- **Pros:**
 - Innovative narrative structure that combines episodic and serialized elements.
 - Rich world-building and character development.
 - Appeals to diverse audiences, crossing age and cultural boundaries.
 - Strong thematic depth addressing complex issues subtly.
- **Cons:**
 - The surreal and abstract nature may confuse some younger viewers.

- Non-linear storytelling can be challenging for casual viewers.
- Some plotlines remain intentionally ambiguous, which may frustrate certain audiences.

The Enduring Symbolism of “What Time Is It Adventure Time” in Fan Communities

Within fan communities, “what time is it adventure time” has evolved into more than a phrase; it is a rallying cry that signifies belonging and shared enthusiasm. Fan art, fan fiction, and conventions frequently reference the phrase as a marker of identity and connection.

Online forums and fan groups often use the phrase to announce new fan projects or to signal moments of celebration related to the show’s milestones. This social function supports the sustainability of the *Adventure Time* fandom and keeps the phrase in active circulation.

The question “what time is it adventure time” is far more than a simple inquiry about time; it is an emblematic statement that captures the essence of a groundbreaking series. Through its inventive storytelling, deep thematic content, and cultural resonance, *Adventure Time* has transformed the phrase into a timeless invitation to explore, imagine, and reflect. As the series continues to inspire new generations, the call to adventure remains as relevant as ever.

What Time Is It Adventure Time

what time is it adventure time: *Analyzing Adventure Time* Paul A. Thomas, 2023-07-20 In 2010, Cartoon Network debuted a new animated series called Adventure Time, and within just a few short years the show became both a pop culture phenomenon and a critical darling. But despite all the admiration, not many works of scholarship have assessed the show through a critical lens. This anthology is an attempt to fill this scholarly oversight and spark a wider conversation about the show's deeper themes. Across 15 scholarly essays, this book's contributors study Adventure Time from a variety of angles, proving just how insightful the series really is. From a consideration of BMO's queer identity to a psychoanalytic reading of Lemongrab and an examination of how anime has impacted the show, the topics explored in this anthology are diverse and unique and are likely to appeal to scholars and fans alike.

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deepest and most thoughtful television shows ever to assault human brain waves, Adventure Time shows us what the world could be like, challenging everything we know about life, meaning, heroism, and even burritos, and it's time to give the show some serious thought. This book screws open our cranial lids, mucks about in the mess that is our heads, and attempts to come to some answers about the nature of reality. Adventure Time and Philosophy is a chance to put down your broadsword, put your exhausted monster-slaying feet up, and try to figure out why you spend your time rescuing people in distress and fighting for justice. Who better than Finn and Jake to have as companions when taking on Plato, Nietzsche, and Baudrillard or encountering the Slime Princess, the Ice King, and Marceline the Vampire Queen? Filled with chapters written by a colorful cast of characters, Adventure Time and Philosophy enlightens us about the profound and life-affirming spiritual subtext and dark comedic elements of an awesomely fantastic show.

what time is it adventure time: The Adventure Express Game Jim Bennett, 2008-07-28 The Adventure Express Game teacher's guide presents a fun way to incorporate cooperative learning activities and hands-on projects into a math/science curriculum. The game also has a classroom management component which helps the teacher keep students on task. The Adventure Express, used alongside an existing math/science curriculum, adds a sense of adventure, excitement, and fun. The premise is the students are riding a train which takes them to different adventure sites. Each adventure is a project which is either selected by the teacher or drawn at random from a set of cards. The game is designed for grades 5 through 7. This teacher's manual comes with instructions and worksheets for 30 suggested projects. Classroom tested by an award-winning middle school math teacher.

what time is it adventure time: *Heroes, Heroines, and Everything in Between* Christopher J. Olson, CarrieLynn D. Reinhard, 2017-09-20 Current characters in children's entertainment media illustrate a growing trend of representations that challenge or subvert traditional notions of gender and sexuality. From films to picture books to animated television series, children's entertainment media around the world has consistently depicted stereotypically traditional gender roles and heterosexual relationships as the normal way that people act and engage with one another. *Heroes, Heroines, and Everything in Between: Challenging Gender and Sexuality Stereotypes in Children's Entertainment Media* examines how this media ecology now includes a presence for nonheteronormative genders and sexualities. It considers representations of such identities in various media products (e.g., comic books, television shows, animated films, films, children's literature) meant for children (e.g., toddlers to teenagers). The contributors seek to identify and understand characterizations that go beyond these traditional understandings of gender and sexuality. By doing so, they explore these nontraditional representations and consider what they say about the current state of children's entertainment media, popular culture, and global acceptance of these gender identities and sexualities.

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America, where the vast web of interstate highways transformed the national identity as well as the national landscape. Sometimes seen as the harbinger of a golden future, other times as the conduit of a dehumanized dystopia, the highway reflects some of our most potent fantasies as well as our deepest anxieties about modernity, ecology, commerce, and individuality. In a work rich in embedded multimedia, Helen J. Burgess and Jeanne Hamming look at cultural and media representations of the highway in planning documents, industrial films, corporate ephemera, and science fiction narratives to explore how these stories of the road have reconfigured how we think about ourselves and our world. *Highways of the Mind*, available only on the Apple iBookstore site in iBook format, shows how the stories we tell about the highway—whether in the service of national pride, corporate advertising, urban planning, or apocalyptic warnings—determine how we imagine, or fail to imagine, the possibilities for human action in built environments.

what time is it adventure time: The Greek and the Roman Novel Michael Paschalis, 2007 'Lyric' in contemporary literary criticism is a term as elusive as it is suggestive. It exists both as an adjective, expressing a poetic quality, and as a noun denoting a poetic mode, and both are notoriously difficult to define. It is this protean quality that has allowed 'lyric' to become a powerful creative stimulus for both poets and theorists. A foundational period for today's sense of 'lyric' was the end of the eighteenth and beginning of the nineteenth century--

what time is it adventure time: Mikhail Bakhtin Gary Saul Morson, Caryl Emerson, 1990 Books about thinkers require a kind of unity that their thought may not possess. This cautionary statement is especially applicable to Mikhail Bakhtin, whose intellectual development displays a diversity of insights that cannot be easily integrated or accurately described in terms of a single overriding concern. Indeed, in a career spanning some sixty years, he experienced both dramatic and gradual changes in his thinking, returned to abandoned insights that he then developed in unexpected ways, and worked through new ideas only loosely related to his earlier concerns Small wonder, then, that Bakhtin should have speculated on the relations among received notions of biography, unity, innovation, and the creative process. Unity--with respect not only to individuals but also to art, culture, and the world generally--is usually understood as conformity to an underlying structure or an overarching scheme. Bakhtin believed that this idea of unity contradicts the possibility of true creativity. For if everything conforms to a preexisting pattern, then genuine development is reduced to mere discovery, to a mere uncovering of something that, in a strong sense, is already there. And yet Bakhtin accepted that some concept of unity was essential. Without it, the world ceases to make sense and creativity again disappears, this time replaced by the purely aleatory. There would again be no possibility of anything meaningfully new. The grim truth of these two extremes was expressed well by Borges: an inescapable labyrinth could consist of an infinite number of turns or of no turns at all. Bakhtin attempted to rethink the concept of unity in order to allow for the possibility of genuine creativity. The goal, in his words, was a nonmonologic unity, in which real change (or surprisingness) is an essential component of the creative process. As it happens, such change was characteristic of Bakhtin's own thought, which seems to have developed by continually diverging from his initial intentions. Although it would not necessarily follow that the development of Bakhtin's thought corresponded to his ideas about unity and creativity, we believe that in this case his ideas on nonmonologic unity are useful in understanding his own thought--as well as that of other thinkers whose careers are comparably varied and productive.

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what time is it adventure time: Bakhtin's Adventure Benjamin Paloff, 2025-05-15 A bold rereading of Mikhail Bakhtin's groundbreaking theories A century after Mikhail Bakhtin first began formulating his now-canonical reflections on freedom and literary representation, we often seem as confused as ever about the relationship between narrative form and what it means to live ethically. Focusing on the throughline of adventure in Bakhtin's thought, we find a peculiar, yet no less

ethically urgent challenge: not to imagine the literary hero as if they were a real person but to recognize how we are always imagining real people as if they were literary characters. This is a provocation with far-reaching consequences for how we understand ourselves, each other, and our situatedness in space and time. In Bakhtin's *Adventure: An Essay on Life without Meaning*, Benjamin Paloff argues that the major aesthetic, ethical, and sociological threads of Bakhtin's thought intersect in his concept of adventure. Reading across a wide variety of media, from classic literature to contemporary film, Paloff demonstrates how, for Bakhtin and his interlocutors, the test of human freedom is whether narrative means nothing beyond its own adventure. Reframed in this light, Bakhtin's most influential ideas (eventness, chronotope, heteroglossia, polyphony, carnival) form a cohesive model for how to maintain ethical relations in a world where we can never really know each other the way we know ourselves.

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what time is it adventure time: Buffy to Batgirl Julie M. Still, Zara T. Wilkinson, 2019-09-19 Science fiction and fantasy are often thought of as stereotypically male genres, yet both have a long and celebrated history of female creators, characters, and fans. In particular, the science fiction and fantasy heroine is a recognized figure made popular in media such as *Alien*, *The Terminator*, and *Buffy, The Vampire Slayer*. Though imperfect, she is strong and definitely does not need to be saved by a man. This figure has had an undeniable influence on *The Hunger Games*, *Divergent*, *Star Wars: The Force Awakens*, and many other, more recent female-led book and movie franchises. Despite their popularity, these fictional women have received inconsistent scholarly interest. This collection of new essays is intended to help fill a gap in the serious discussion of women and gender in science fiction and fantasy. The contributors are scholars, teachers, practicing writers, and other professionals in fields related to the genre. Critically examining the depiction of women and gender in science fiction and fantasy on both page and screen, they focus on characters who are as varied as they are interesting, and who range from vampire slayers to time travelers, witches, and spacefarers.

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what time is it adventure time: Inventing the Novel Robert Bracht Branham, 2019 *Inventing the Novel* uses the work of the Russian philosopher Mikhail Bakhtin to explore the ancient origins of the modern novel, focusing on one of classical antiquity's most elusive works, Petronius' *Satyricon*, and arguing in support of Bakhtin's sweeping claim that it plays an immense role in the history of the novel.

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close reading of influential manga and fancomics to illustrate the female gaze as a mode of resistant reading and creative empowerment. By employing a female gaze, professional and amateur creators are able to shape and interpret texts in a manner that emphasizes the role of female characters while challenging and reconfiguring gendered themes and issues.

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Shakespeare has made the big time. No less than the Beatles or Liberace, Elvis Presley or Mick Jagger, Shakespeare is big-time in the idiomatic sense of cultural success and widespread notoriety. Not only has he achieved canonical status, Shakespeare is a contemporary celebrity. His artistic distinction and aptitude for controversy constantly keeps his name in the public eye. Bristol debates Shakespeare's cultural authority, and clarifies the semantics of his name in our culture. Big-Time Shakespeare suggests his plays represent the pathos of our civilisation with extraordinary force and clarity. Shakespeare's contradictory understanding of the social and cultural past is also examined with close analysis of *The Winter's Tale*, *Othello*, and *Hamlet*.

what time is it adventure time: The Graphic Novel Jan Baetens, 2001
The essays collected in this volume were first presented at the international and interdisciplinary conference on the Graphic Novel hosted by the Institute for Cultural Studies (University of Leuven) in 2000. The issues discussed by the conference are twofold. Firstly, that of trauma representation, an issue escaping by definition from any imaginable specific field. Secondly, that of a wide range of topics concerning the concept of visual narrative, an issue which can only be studied by comparing as many media and practices as possible. The essays of this volume are grouped here in two major parts, their focus depending on either a more general topic or on a very specific graphic author. The first part of the book, *Violence and trauma in the Graphic Novel*, opens with a certain number of reflections on the representation of violence in literary and visual graphic novels, and continues with a whole set of close readings of graphic novels by Art Spiegelman (*Maus I and II*) and Jacques Tardi (whose masterwork *C'était la guerre des tranchées* is still waiting for its complete English translation). The second part of the book presents in the first place a survey of the current graphic novel production, and insists sharply on the great diversity of the range in the various 'continental' traditions (for instance underground 'comix', and feminist comics, high-art graphic novels, critical superheroes-fiction) whose separation is nowadays increasingly difficult to maintain. It continues and ends with a set of theoretical interventions where not only the reciprocal influences of national and international traditions, but also those between genres and media are strongly forwarded, the emphasis being here mainly on problems concerning ways of looking and positions of spectatorship.

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The interdisciplinary French-American thinker René Girard (1923-2015) has been one of the towering figures of the humanities in the last half-century. The title of René Girard's first book offered his own thesis in summary form: romantic lie and novelistic truth [*mensonge romantique et vérité romanesque*]. And yet, for a thinker whose career began by an engagement with literature, it came as a shock to some that, in *La Conversion de l'art*, Girard asserted that the novel may be an "outmoded" form for revealing humans to themselves. However, Girard never specified what, if anything, might take the place of the novel. This collection of essays is one attempt at answering this question, by offering a series of analyses of films that aims to test mimetic theory in an area in which relatively little has so far been offered. Does it make any sense to talk of *vérité filmique*? In addition, *Mimetic Theory and Film* is a response to the widespread objection that there is no viable "Girardian aesthetics." One of the main questions that this collection considers is: can we develop a genre-specific mimetic analysis (of film), and are we able to develop anything approaching a "Girardian aesthetic"? Each of the contributors addresses these questions through the analysis of a film.

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